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Cadfan of Ebbing

"When first meeting Cadfan, one is assailed with the very image of the storybook evil wizard. A thousand peasants could describe him without ever seeing the man. He affects a long black cloak and exotic robes. Likely the cloak's hood will be pulled down, casting his face into shadow. Cadfan's staff is old, dark wood with a bleached skull atop it. The rumor goes that the skull belongs to his master, who met a grisly fate after teaching Cadfan all he could. Some say they have seen him speaking to it. The educated may dig a little deeper and discover a man taken with the theatrical possibilities of a reputation. Strip away the disguise and Cadfan is a sparkling conversationalist all the best gossip and a taste for good wine. He will smile and explain the skull is no relic of a tormented apprenticeship, merely ornamental. One may spend a happy evening discussing all manner of topics from theoretical chaos treatises to his exploits in the service of Emperor Fergus, which earned him a degree of respect and goodwill from that Worthy's heir. One would be advised, however, to make it clear that someone knows where you are, for not all his guests leave after dinner. Beneath the cloak and shadows, Cadfan is a dangerous and capable necromancer, prone to using the unwary in his experiments. The ornamental skull on his staff changes with disturbing frequency and I suspect is the source of the erudite gossip he spreads so freely. Cadfan has constructed a dark and forbidding tower in the Pereplut, deep within the inhospitable swamps of Ebbing. I believe, however, that he maintains a house in Claremont, where he entertains the local worthies. The nature of these entertainments is not entirely clear, and I would hesitate to accept an invitation without extensive defensive preparations." - Glynnis var Treharne

Cadfan of Ebbing is a Nilfgaardian sorcerer and was tasked with taking unconventional approaches to taking Kaedwenni territory during the war in 1272. The mage, Ixidor, was captured by Cadfan and his Imperial Mage Hunters. Ixidor, in an effort to ingratiate himself to his captor, divulged information around a relict known as The Alderwand. The strategic value of the area it was rumored to have influence over could not be overlooked. This sent Cadfan on the hunt for the item.

The adventuring group that included witcher Vorand Bas, Zane, Ronin, Duno,

Vanovar and Wolfface were confronted in the ruins of Shaerrawedd after Cadfan was able to track them from the information that Ixidor had given to him. A fight ensued and the party barely escaped through one of the many elvish portals that the gnomish mage, Rumple Steltz Skein, opened for them. The party may have avoided capture, but Cadfan of Ebbing was now on their trail...

Species
Human
Sex
Male

Supporting Cast / NPCs

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